

# Dylan O'Toole

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**SKILLS:** C++, C#, TypeScript, JavaScript, React, Python, Linux, Git, OOP, TCP/IP, PostgreSQL, Communication

## EXPERIENCES

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**Asana**

May 2024 - Aug. 2024

*Software Engineer Intern*

Vancouver, BC

- Solved five customer feature requests by revamping the deactivated user's display in enterprise tooling with **TypeScript** and **React**.
- Reduced enterprise churn by implementing deactivated users' email searchability in **AWS** OpenSearch using **SQL** and **TypeScript**.
- Spearheaded the resolution of a critical breakage that blocked enterprise tooling for over **1,000** licensed users.

**Mozilla**

May 2023 - Apr. 2024

*Software Engineer Intern - Firefox networking team*

Toronto, ON

- Achieved a **5%** improvement in URL parsing in Firefox by applying the 2023 URL search specification using **C++** and **JavaScript**.
- Engineered Firefox's auto-proxy connection feature, ensuring seamless compatibility with users' OS settings through **multithreading**, **C++**, **JavaScript**, and **object-oriented programming**.
- Empowered over **5 million** DevTools users to test their applications more effectively by deploying a simulated offline mode in Firefox DevTools.

**YNCN**

May 2022 - Aug. 2024

*Lead Software Developer*

Toronto, ON

- Generated over **\$100,000** in revenue and connected over **14,000** users by implementing a networking platform while leading a team of ten using **JavaScript** and **React**.
- Led over **5,000** students to over **65** companies by developing a web mapping application for a university career fair.

**Rocscience Inc.**

May 2022 - Aug. 2022

*Software Developer Intern*

Toronto, ON

- Achieved a **5%** decrease in mining operational costs for over **7,000** customers by implementing a user-facing algorithm to section and render surfaces using **C#**, **C++**, **Visual Studio**, and **OOP**.
- Built a 3D terrain polygon tool to display a runtime-chosen slice of terrain with **C# WPF**.
- Awarded **1st** in a company-wide hackathon by working with a team to create a 3D VR terrain model viewer and interactable hand UI on the Microsoft HoloLens 2 using **Unreal Engine 4**.

**AVOLTA Inc.**

May 2021 - Sept. 2021

*Software Engineer Intern*

Toronto, ON

- Developed an encryption algorithm as part of the security team for a prototype car key fob using **C++** and **C#**.
- Led the development and design of the personal car page prototype for the Avolta mobile app using **React** and **Figma**.

## PROJECT

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**World Mapping [Application](#)**

- Achieved top 3 out of 100 teams in a competition with a GIS application using OpenStreetMap API and **C++**.

## EDUCATION

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**University of Toronto**

Sept. 2020 - April 2025

*Bachelor of Applied Science in Computer Engineering + PEY Co-Op*

Toronto, ON

Dean's Honours List

Courses: Data Structures & Algorithms (**C++**), Operating Systems (**C**), Computer Networks (**C**), Deep Learning